ALL-NEW ACTION WITH THE SEGA SUPERSTARS!

sonic the comic

No. 36 • October 14th 1994
Britain's OFFICIAL SEGA COMIC
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starring SONIC THE HEDGEHOG

FREE!
SET 1 OF YOUR STC SONIC STICKERS!
COLLECT 'EM ALL!

LEADER OF THE FLOCK?
TAILS IN HOT WATER, INSIDE!

9 770969 304020 36

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

It's *STC* Stickermania! With the Panini Sonic Sticker collection out of the way *STC* launches into its own series of all-new, exclusive, not-available-in-any-shop sticker sets!

That's right, Boomers, you hold in your hands the first of five sets of **Sonic The Stickers**. Further sets will be given away free with issues 37, 38, 39 and 40 - order your copies now!

Sonic The Stickers have been developed specially for those really important places - bedroom doors, school books (ugh!), bags, repro-duction antique furniture, you name it. In fact, why don't you do just that. Send in the most imaginative use you can put your **Sonic The Stickers** sets to. We'll print the best and award prizes. Get thinking.

Meanwhile, in this issue the **Mutant League** season draws to a close. Will there be a rematch? Only your votes will tell.

Next issue it's the welcome return of **The Eternal Champions** ... well two of them at least. See the special **E.C.** page within this issue for more info.

What else lies in store for you in *STC 37*? Two words ... Sonic and Knuckles! You ain't seen nothin' yet.

Megadroid

Just when you least expected it, it's the ...

RETURN OF THE CAKES!

We tried to stop you, but you wouldn't listen! Up and down the country the *STC* Boomers are not only still scoffing down effigies of the World's Most Famous Blue Hedgehog, but this craze has now led to Boomers being offered not Knuckle sandwiches, but slices of Knuckles cake at birthday parties.

However, it's not too late. Here are two more images to help you give up this terrible practice now!

A 6th Birthday cake for: **Kyle Jenkins, Parton, Whitehaven, Cumbria. MD owner. Sonic Badge Winner.**

A 7th Birthday cake for: **Davy Stevenson, Kirkwall, Orkney Islands. Sonic Badge Winner.**

- **Managing Editor:** Richard Burton
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- **Publisher:** Rob McMenemy

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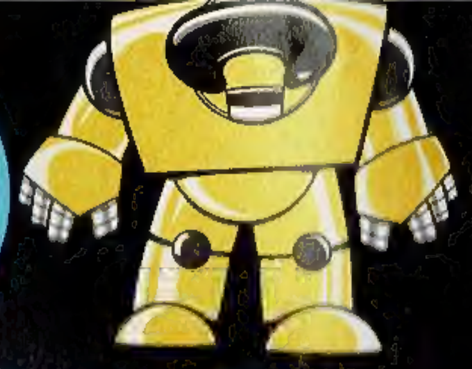


The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA — CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	FIFA INTERNATIONAL SOCCER
2	▲	PETE SAMPRAS TENNIS
3	—	STREETS OF RAGE 3
4	▲	PGA EUROPEAN TOUR GOLF
5	RE ▲	SONIC SPINBALL
6	RE ▲	SONIC THE HEDGEHOG 2
7	▼	SONIC THE HEDGEHOG 3
8	new	GODS
9	new	GUNSHIP
10	▼	ZOOL/JAMES POND 3

MEGA-CD

1	—	FIFA INTERNATIONAL SOCCER
2	—	TOMCAT ALLEY
3	RE ▲	ECCO
4	▲	SILPHEED
5	RE ▲	THUNDERHAWK
6	new	DRACULA UNLEASHED
7	RE ▲	FINAL FIGHT
8	▼	SONIC CD
9	RE ▲	BATMAN RETURNS
10	▼	GROUND ZERO TEXAS

MASTER SYSTEM

1	RE ▲	SONIC THE HEDGEHOG 2
2	▼	JUNGLE BOOK
3	RE ▲	ROBO COP V TERMINATOR
4	▼	SONIC CHAOS
5	RE ▲	MICKEY MOUSE
6	RE ▲	SONIC THE HEDGEHOG
7	RE ▲	COOL SPOT
8	RE ▲	MICRO MACHINES
9	new	DESERT SPEED TRAP
10	RE ▲	F1

GAME GEAR

1	RE ▲	SONIC CHAOS
2	RE ▲	SONIC THE HEDGEHOG 2
3	RE ▲	SONIC THE HEDGEHOG
4	RE ▲	MICKEY MOUSE
5	▲	MICRO MACHINES
6	▼	JUNGLE BOOK
7	RE ▲	NBA JAM
8	new	BRAM STOKER'S DRACULA
9	—	STAR WARS
10	▼	WORLD CUP USA '94

SONIC HAS FOLLOWED ROBOTNIK AND KNUCKLES TO THE MYSTERIOUS ISLAND IN THE SKY KNOWN ONLY AS THE **FLOATING ISLAND.**

IN HIS ATTEMPT TO RETRIEVE THE STOLEN **CHAOS EMERALDS** HE HAS FORCED ROBOTNIK TO CRASH LAND.

BUT THAT IS ONLY THE **START** OF HIS TROUBLES...

SONIC THE HEDGEHOG™

Power of the Chaos Emeralds

PART 2

Script: Nigel Kitching

Art: Richard Elson

Lettering: Ellie de'Ville

I'M TELLING YOU KNUCKLES, *ROBOTNIK* IS THE BAD GUY, NOT *ME!*

ROBOTNIK HAS WARNED ME ABOUT YOUR *LIES...*

FZZAK!

OWW! *WHAT WAS THAT?*

JUST MY NIFTY NEW *FORCEFIELD*-LIKE IT?

I JUST VIBRATE THE AIR MOLECULES IN FRONT OF ME AT SONIC SPEED... NOTHING TO IT IF YOU'RE A *GENIUS!*

BUT IF YOU LIKE *THAT* LET ME SHOW YOU ONE OF MY FAVOURITES! I CALL IT...

SHAKKON!

...MY SONIC SPIN ATTACK!

AGGGGHH!

GIVE IT UP, KNUCKLES!

BAP!

YOU DON'T STAND A CHANCE...

THUD!

KLOP!

AGAINST MY SPEED!

WE'LL FIND THAT OUT ONE DAY, SONIC.

RIGHT NOW GETTING THE CHAOS EMERALDS TO SAFETY IS MORE IMPORTANT!

I'VE LIVED ALONE ON THE FLOATING ISLAND ALL MY LIFE... I KNOW **ALL** ITS SECRETS!

SO YOU DON'T JUST HAVE **ME** TO FIGHT, SONIC...

YOU HAVE TO DEFEAT THE ***WHOLE ISLAND!***

EEK!

SONIC, LOOK OUT! ***THOSE GIANT HANDS!***

HEY, THANKS TAILS... I'D NEVER HAVE NOTICED THEM!

DARN, THEY'RE *FAST!* HEY, EASY ON THE SPIKES!

QUICKLY DOCTOR, INTO THE *ZOOM TUBE*... IT WILL TAKE US DIRECTLY TO OUR DESTINATION.

KEEP A TIGHT HOLD OF THE CHAOS EMERALDS!

I *CERTAINLY* WILL, KNUCKLES!

AGGGGHH! TAILS, I'M BEING *CRUSHED!* DO SOMETHING... I CAN'T STAND MUCH...

...MORE...

SONIC, IT'S *NO GOOD!* I'M JUST NOT STRONG ENOUGH! SONIC? *SONIC?*

SONIC!

HEY, JUST *KIDDING*, LITTLE BUDDY!

PORKER LEWIS IS RIGHT, YOU DO HAVE A *WEIRD* SENSE OF HUMOUR!

TRAPS LIKE THIS I CAN ESCAPE FROM WITHOUT EVEN WORKING UP A SWEAT!

ZRRRKKK

WHY DID YOU LET ROBOTNIK AND KNUCKLES THINK YOU WERE TRAPPED, SONIC?

BECAUSE I WANT TO KNOW WHAT ROBOTNIK'S UP TO!

NOW THAT KNUCKLES THINKS I'M BEATEN WE HAVE A CHANCE OF CATCHING THEM OFF-GUARD.

SO INTO THE TUBE, KID!

MEANWHILE, DOCTOR ROBOTNIK AND KNUCKLES HAVE ARRIVED AT THEIR DESTINATION ... THE ***TEMPLE OF CHAOS!***

THANKS TO ***YOU***, DOCTOR!

IF ONLY THE ***GREY EMERALD*** WERE NOT STILL MISSING, WITHOUT IT I CANNOT CONTROL THE TWELVE'S POWER.

LEGEND SAYS THAT LONG AGO THE SIX CHAOS EMERALDS WERE SPLIT INTO ***TWELVE.***

NOW THEY ARE ALL BACK WHERE THEY BELONG, KNUCKLES!

FEAR NOT, KNUCKLES! THIS SMALL DEVICE, OF MY OWN DESIGN, WILL ACT IN THE SAME WAY AS THE GREY EMERALD. WATCH!

FIRST, TO RE-INTEGRATE THE EMERALDS! LET THE TWELVE BECOME ONCE MORE ...

...SIX!

AND NOW FOR THE FINAL STAGE, AS I ABSORB THE CHAOS ENERGY INTO *MYSELF!*

WAIT! WHAT ARE YOU *DOING?*

FOOL! DID YOU REALLY THINK THAT I WOULD LEAVE THE EMERALDS HERE WITH YOU, WHEN THEIR POWER COULD MAKE ME *INVINCIBLE?*

UH-OH, I THINK MY PLAN MAY HAVE GONE A LITTLE WRONG...

USING THE CHAOS ENERGY I CAN DO *ANYTHING!*

HE'S TURNED TAILS INTO *GLASS!*

GOTTA BE CAREFUL... ONE SLIP AND TAILS WILL SHATTER INTO A HUNDRED PIECES.

FOR ALL I KNOW, THAT COULD BE SEVEN YEARS BAD LUCK!

HEY, ROBOTNIK, BEFORE YOU DESTROY US ALL, THERE'S SOMETHING THAT I WANT YOU TO SEE...

THE... *THE GREY EMERALD!* YOU SAID IT WAS *LOST!*

I LIED... SORRY ABOUT THAT!

AND AS YOU KNOW, HE WHO HOLDS THE GREY EMERALD HAS *TOTAL CONTROL* OVER THE OTHERS.

FZAAK

WH...WHAT HAPPENED?

ROBOTNIK? KNUCKLES... DID YOU?...

DID I DESTROY ROBOTNIK? NO.

I MERELY SENT HIM BACK DOWN TO MOBIUS... AFTER REMOVING HIS POWERS, OF COURSE.

WHEN DID YOU REALISE THAT ROBOTNIK HAD BEEN LYING ABOUT WANTING TO HELP YOU?

I DIDN'T. BUT I KNEW THAT IF HE THOUGHT HE HAD THE POWER OF THE EMERALDS, THE TRUTH WOULD COME OUT!

HEY PAL, WHY DON'T YOU JOIN US? YOU COULD BE A BIG HELP IN THE WAR AGAINST ROBOTNIK'S EVIL RULE.

NO, SONIC. YOUR WAR IS NO CONCERN OF MINE.

IT IS FORETOLD THAT ONE DAY MY PEOPLE WILL RETURN FROM THE STARS... ON THAT DAY I WILL BE WAITING.

SONIC, I FEEL SORRY FOR HIM... HAVING TO SPEND HIS LIFE ALL ALONE ON THIS ISLAND.

YEAH, I KNOW WHAT YOU MEAN, BUDDY. STILL, I CAN'T HELP THINKING THAT WE HAVEN'T SEEN THE LAST OF KNUCKLES.

THAT'S FOR SURE! GET READY FOR **ROBOTNIK'S REVENGE!** STARTING NEXT ISSUE!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers this issue: David Gibbon & Steve May.

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
over 90% = Mega City

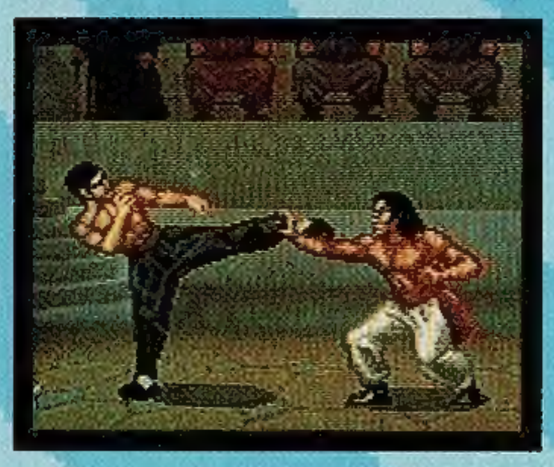
DRAGON

MD

game type: MARTIAL ARTS
1-3 PLAYERS

Dragon is a fighting game based on the Bruce Lee film of the same name. It tells of his humble beginnings to the time when he finds success in his birthplace, America. All the characters Bruce fights in the film are included in the game, with a few extra thrown in for good measure. The notorious Sun brothers and the Oriental Fan Fighter are just two examples of the baddies included straight from the film.

The game starts you off as Bruce in his early years. Here, you get to fight such people as US sailors in night-clubs, meat-cleaver-wielding chefs, right up to his final confrontation with the evil Phantom who was rumoured to have haunted his family for generations. As Bruce Lee the player takes on 12 opponents and, like most beat-em-ups, they start easy and get progressively more difficult. Bruce has a total of 36 different moves which include a range of punches and kicks, as well as some secret special moves. Your fighting proficiency is shown via a Chi gauge. As you improve Bruce will go through three different fighting modes. You start off with the normal punch and kick moves, then, as the Chi gauge goes up, Bruce will zip around the screen at a phenomenal rate performing flashy somersaults. The best mode sees Bruce get his Nunchakus (a steel chain with handles) out, which he can use with devastating effect.



Dragon contains so much more than a normal beat-em-up like *Mortal Kombat*. For example, after damaging the chef in the kitchen, the scene changes to an alleyway outside where two more cooks are waiting. You don't keep fighting on the same screen as you do in games like *Mortal Kombat*, this adds real interest. You even get the chance to have three players fighting each other on the screen at the same time (providing you have a four-player adaptor). The animation in the game is excellent and you even get actual footage from the film which is impressive.

My only complaint is that most of the opponents can be killed by using just one move - jump up and hit your opponent square on the head. Apart from that, this is a great film licence. Better gameplay than *MK*, but not quite up to *SF2*. Top marks to Virgin for this one! - DG

FAST FAX

PUBLISHER: VIRGIN
PRICE: £44.99

GRAPHICS 91
SOUND 83
PLAYABILITY 89

RAVES
Brilliant three-way fighting option.

GRAVES
Jump and punch move makes the game too easy.

OVERALL 90%

SUPER STREET FIGHTER 2

game type: ARCADE BEAT-EM UP
2 PLAYERS

MD

After four arcade editions - the classic *Street Fighter 2* in 1991 (now considered rather slow and clunky), *SF2: Champion Edition* in 1992 (faster than the original, with character vs. character mode, as well as the ability to play the boss characters), *Turbo SF2: Hyper Fighting Edition* also in 1992 (same as the *Champion Edition* but with new aerial attacks), and *Super SF2* in 1993 (four new characters, and improved graphics) - plus three home console versions (two for the SNES, and the *Special Champion Edition* for the Mega Drive). That's not to mention assorted T-shirts, coins, action figures, comic books, key-rings and an up and coming big budget movie - you'd think the *Street Fighter* bandwagon would be running out of steam.

No chance! Make way for **Super Street Fighter 2**, hailed as the biggest Mega Drive game *ever*, tipping the scales at a mighty 40 Megs. At long last you can now bring new arcade characters Fei Long, Cammy, Dee Jay and Thunder Hawk home to meet your folks. But was it worth the wait?

First the good news: **SSF2** looks great. The

graphics and animation are outstanding, especially the birds and stars which circle a character's head when he gets thumped.

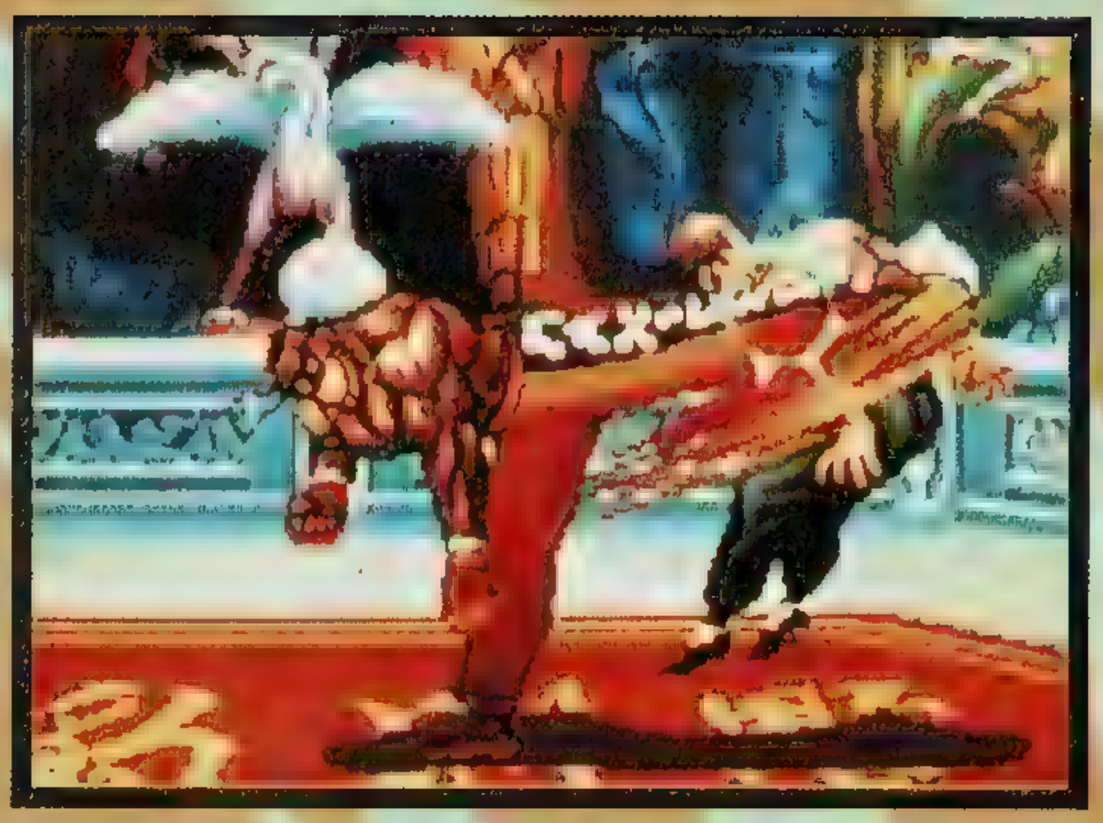
Gameplay has also been improved with the addition of Group Battle (two players can assemble a team of eight fighters to meet in a series of one round matches), Tournament Battle (eight players meet to decide the SF Championship) and Time Challenge (knock your opponent out as quickly as possible) modes.

Now for the bad news - everything else is much the same as before. The game is miserably devoid of any decent fatality moves or surprises. Any trace of imagination was obviously punched out of the SF game programmers a long time ago.

If you've spent the past four years with your head in a bucket, then by all means give this screen-scrapper a second look. Non-bucket-heads are probably better off checking out *Mortal Kombat 2* (which at least promises a degree of imagination if the arcade version is anything to go by: an authentic round of the original *Pong* game!). Otherwise hang on for the inevitable *SF3*, which should bring more than just a few new muscles to the battlefield - we've heard hushed talk of the introduction of 'The Ancient One'. Yikes!

Those that have managed to complete levels five to seven on the last *Special Champion Edition* cart will have seen a story ending for their character.

Here at Hedgehog Towers we haven't had time to completely master **Super Street Fighter 2** yet, but here are the new character endings for the arcade version. See if they differ from the cart edition.



• Fei Long is offered a role in a big movie but declines because he wants to improve his skills. The Fei Long character is based on martial arts superstar Bruce Lee.

• T. Hawk wins back the land that Bison took away.

• Cammy: When her mission is complete, Bison reveals that she was once in love with him, before she lost her memory. But she doesn't believe him and exits with her friends.

• Dee Jay goes on to be a big pop music star.

Now you know how things turn out, your pennies might be put to better use elsewhere. - SM

STC's STREET FIGHTER TRIVIA
The Facts Behind The Names:

Ryu in Japanese means vigorous and successful.
Ken means fist or punch.
Chun Li translates to Spring Beautiful.
Honda is a typical Japanese name that means 'origin in the fields'.
In Japan, Balrog is know as M Bison, which translates to Mike Tyson.

FAST FAX

PUBLISHER SEGA
PRICE £59.99

GRAPHICS 95
SOUND 85
PLAYABILITY 90

RAVES: Fabulous graphics
GRAVES: Fought over all before

OVERALL 92%

HUNGRY FOR MORE BADNIK-BUSTING ACTION?

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Sonic THE POSTER MAG

No. 6

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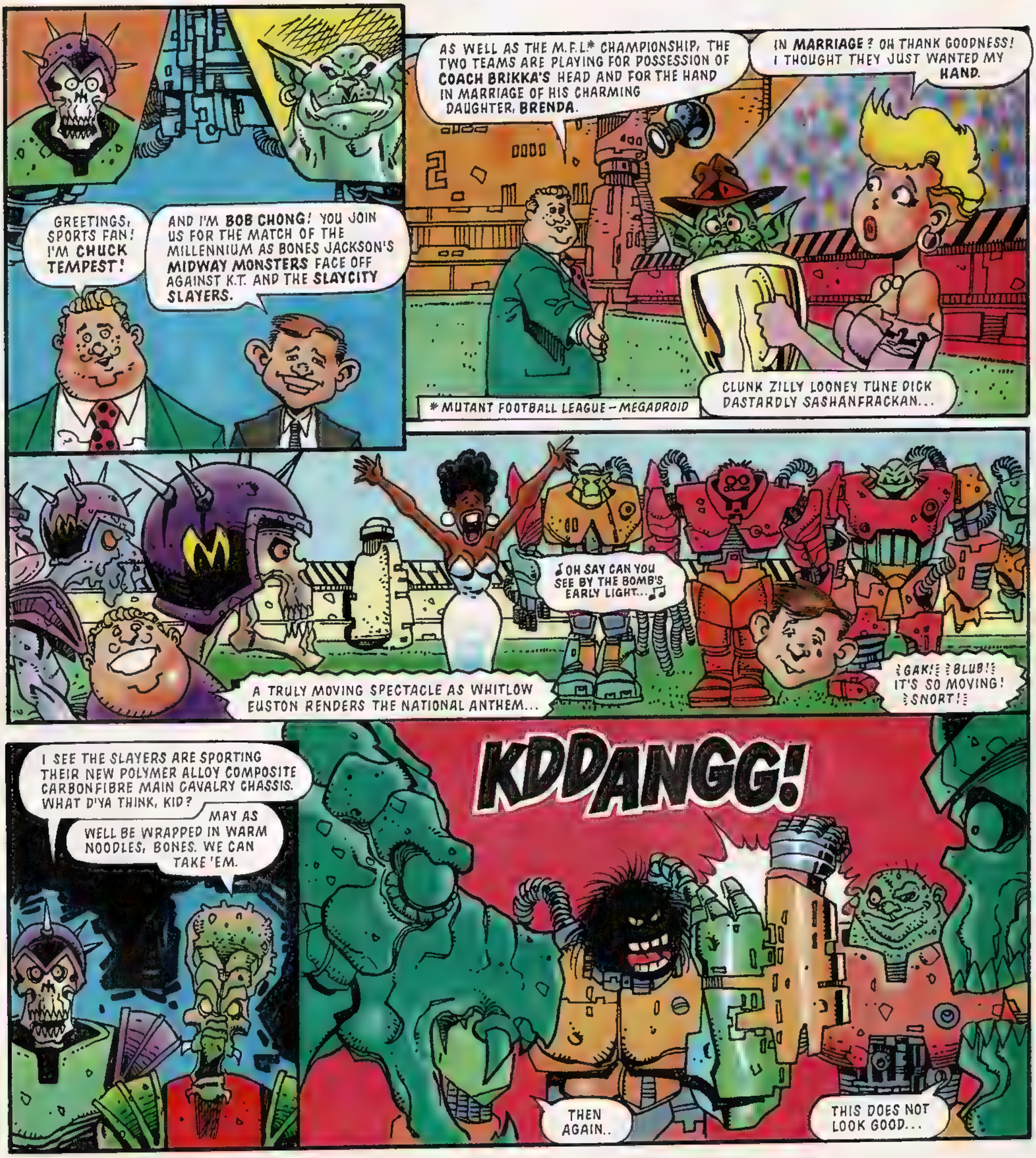
MUTANT LEAGUE™

Bring Me The Head of Coach Brikka PART 6

SCRIPT: Steve White/ Brian Williamson

ART: Anthony Williams/ Brian Williamson

LETTERING: Tom Frame


GREETINGS, SPORTS FAN! I'M CHUCK TEMPEST!
AND I'M BOB CHONG! YOU JOIN US FOR THE MATCH OF THE MILLENNIUM AS BONES JACKSON'S MIDWAY MONSTERS FACE OFF AGAINST K.T. AND THE SLAYCITY SLAYERS.
AS WELL AS THE M.F.L.* CHAMPIONSHIP, THE TWO TEAMS ARE PLAYING FOR POSSESSION OF COACH BRIKKA'S HEAD AND FOR THE HAND IN MARRIAGE OF HIS CHARMING DAUGHTER, BRENDA.
IN MARRIAGE? OH THANK GOODNESS! I THOUGHT THEY JUST WANTED MY HAND.
*MUTANT FOOTBALL LEAGUE – MEGADROID
CLUNK ZILLY LOONEY TUNE DICK DASTARDLY SASHANFRACKAN...
♪OH SAY CAN YOU SEE BY THE BOMB'S EARLY LIGHT...♪
A TRULY MOVING SPECTACLE AS WHITLOW EUSTON RENDERS THE NATIONAL ANTHEM...
{GAK!} {BLUB!} IT'S SO MOVING! {SNORT!}
I SEE THE SLAYERS ARE SPORTING THEIR NEW POLYMER ALLOY COMPOSITE CARBONFIBRE MAIN CAVALRY CHASSIS. WHAT D'YA THINK, KID?
MAY AS WELL BE WRAPPED IN WARM NOODLES, BONES. WE CAN TAKE 'EM.
KDDANGG!
THEN AGAIN..
THIS DOES NOT LOOK GOOD...

LOOK AT THE SIZE OF THAT THING!

MUMMY

I GOT ONE THING TO SAY TO YOU MONSTERS...

PLAY BALL! BWAAHAHAA!*

I ALWAYS WANTED TO BE AN ACCOUNTANT. YOU KNOW...

*OH NO! NOT HIM AS WELL – MD

WHAT IS THAT THING? A CAR? A TRUCK? A ROBOT? A SERIES OF RIP-OFF PLASTIC TOYS?

ALL OF THE ABOVE AND MORE, CHUCK. IT'S A **STUNTICOMBINACONAFORMABOT!** TM

...AND NEWS JUST IN. SCANDAL ROCKS DIET SMEG AFTER IT'S FOUND TO CONTAIN NUTRIENTS...

THE M.F.L. IS NOW SPONSORED BY **PUKAZADE HYPERTOXIC SPORTS DRINK** — SO CHOCOLATEY, IT'LL TURN YOUR TEETH BROWN.

THUD!

I'LL GET THIS SUCKER! BAN—

NEEEOOOW!

ZAAAIII!

THAT THING JUST ZAPPED GRIM. I THINK WE'RE IN TROUBLE WITH A CAPITAL 'WITHOUT A PADDLE'!

WELL AT LEAST IF WE LOSE, YOU WON'T HAVE TO MARRY BRENDA!

WE'VE GOT JUST ONE SHOT—

OH, WHAT A SURPRISE...

IF WE CAN BLOCK THE THERMAL DUCTING PIPE AROUND THE CRANIAL EJECTOR POD, IT SHOULD BLOW THE FUSE.

THAT'S AMAZING! HOW DO YOU KNOW ALL THIS? DID YOU MAJOR IN QUANTUM CYBERNETICS AT COLLEGE?

NO. I JUST KNOW THE WRITERS REAL WELL...

COMIN' THROUGH, DOUGH BOY!

...YEAH, ACCOUNTANT... OR LION TAMER... THAT'S A NICE, SAFE JOB...OR TEST PILOT FOR SLUMBERLAND...

HE SHOOTS! HE SCORES! THE CROWD GOES WILD!

FA-CHOOM!

.. OUCH

YOU GOT TWO CHOICES — DUCK OR BLEED.

I'LL DU—

THWOP!

CHOOOOM!

GERONIMOOO!

BONES! BONES JACKSON! YOU'VE JUST LED THE MIDWAY MONSTERS TO A BRILLIANT VICTORY IN THE SUPERBOWEL. WHAT ARE YOU GOING TO DO NEXT?

THERE YA GO, COACH!

ABOUT BLING-DANGED TIME, YA NO-GOOD BUNCH OF IN-GROWING LILY-LIVERED COTTON CANDIES...

WHY, BOB, NOT ONLY HAS HE WON MY HAND, BUT ALSO MY HEART. WE'RE GONNA BE MARRIED!

THE HORROR. THE HORROR...

THE END

REMEMBER, MUTANT LEAGUE IS NOT ONLY FUN BUT EDUCATIONAL. IF YOU WANT TO SEE MORE, WRITE TO MEGADROID.

NEWS Zone

Newshound: Garry Penn

DOOM-SDAY IS COMING!

PC MEGA-HIT HEADING FOR MEGA DRIVE 32X

You are wandering around a dimly-lit maze of corridors, pistol in hand, not knowing what may leap out next. Armed guards, demons and other monsters are running wild. It's kill or be killed, so it's lucky that plenty of medi-kits and superior firepower (including chainsaws, rocket launchers and beefy lasers) are lying around.

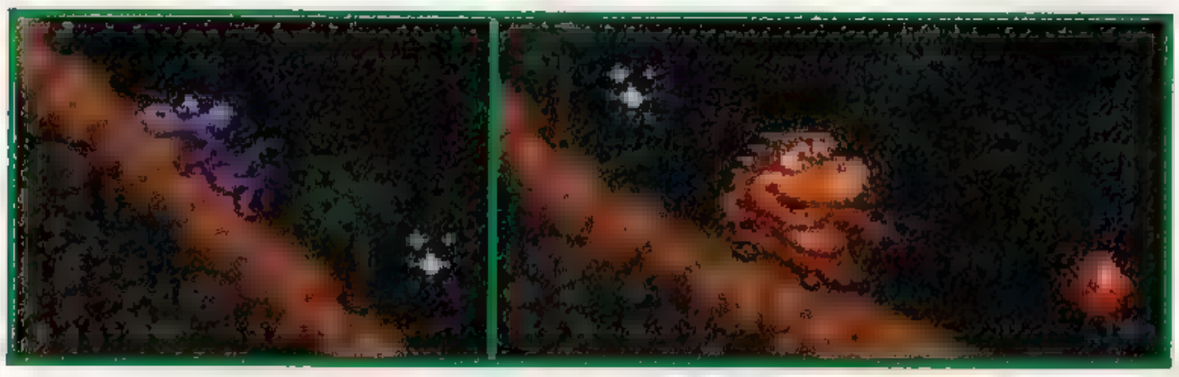
In a nutshell, that's **Doom**, the top-selling, award-winning 3D blaster that's been gripping owners of PC compatible computers since the end of 1993. **Doom**, the sequel to *Wolfenstein* (coming to the Mega Drive from Imagineer, as it happens) will be one of the first Mega Drive 32X releases toawrds the end of the year.

Quite how the 32X translation fares isn't known for sure (sources inside Sega are impressed with what's been done so far) but our technical experts see no reason why it won't be as atmospheric and playable as the original. Incidentally, word has it that a film based on **Doom** is shortly going into production.

A selection of scary screens from Doom on the IBM PC compatibles. Expect the Mega Drive 32X version to look very similar indeed.

JURASSIC SKATEBOARD PARK!

LOOK OUT, IT'S A DINOSAUR ON WHEELS!



Radical Rex is a novel approach to the dinosaur game theme from Activision - it features a skateboarding T Rex!

Combining cartoon-style graphics and platform action, you have to

take Rex through 10 levels of prehistoric danger, including a dinosaur graveyard, swamps, jungles and even the insides of a gigantic dinosaur! Over a dozen prehistoric creatures make your job even tougher with their unique attack modes. Rex, not surprisingly, has more than a few cool skateboarding moves of his own to counter them.

Radical Rex is due out on the Mega Drive on November 11th. Look out for the *STC* review next issue.

BOMB-BELIEVABLE!

BOMBERMAN FINALLY COMES TO THE MEGA DRIVE

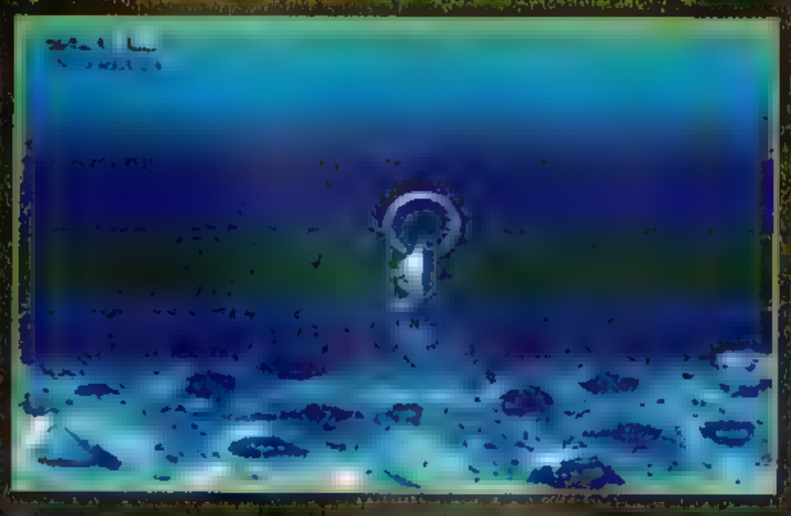
In *STC 28* we revealed that Hudsonsoft were converting *Bomberman*, the classic four-player 'puzzle-blaster' to the Mega Drive. Well it's almost here, and having played a near-finished version at Sega, it's fair to say that if multi-playability is your 'bag,' you're most certainly in for a real treat.

Mega Bomberman is based on the very latest PC Engine version, *Bomberman '94*, which means bizarre new power-ups such as different-coloured dinosaurs with weird abilities (being able to kick blocks around). The rumoured eight-player version isn't in evidence, but with a MultiTap and four players giving each other what for ... Wow!

So get your team ready, get saving for a MultiTap and a copy of **Mega Bomberman** - it's out in next month.

SHORT BURSTS

A GAME WITH PLENTY OF BOTTLE (NOSES)



Ecco's going to have his work cut out for him in November in **Ecco: Tides Of Time**, the sequel to the highly successful *Ecco The Dolphin*. The evil vortex is back and the only way to get rid of it is to reconstruct the Asterite (erm, yeah, right). Prepare to swim through strange suspended water tubes and meet freaky flying dolphins of the future! There's an all-new look, all-new soundtrack, all-new 3D bonus stage and fortunately for our mammal mate, a new-found friend by the name of Trellia.

CHEAP AND CHEERFUL

Look out for the distinctive brown paper packaging of Sega's new **Classic Range** of re-releases for the Mega Drive, Master System and Game Gear. Prices start at £9.99 and the first batch includes **Shinobi III**, **Joe Montana Football III**, **Mickey And Donald** and **Talespin** for the Mega Drive; **Donald Duck (Lucky Diamond Caper)**, **Master Of Darkness**, and **Wonderboy In Monster World** for the Master System, and **Streets Of Rage**, **Leaderboard** and **Crystal Warriors** for the Game Gear. A mixed bag of quality there, but we can expect to see more re-releases on a regular basis.

32X BANDWAGON PICKS UP SPEED

Support for Sega's new Mega Drive booster, the Mega Drive 32X, is strong. Look for Core Design's **Soulstar** (out now for the Mega-CD) in December, with **BC Racers** following in February 1995. Two other titles certain to be released on arrival of the 32X are **Virtua Star Wars** (a conversion of the *Super Star Wars* arcade machine) and **Virtua Racing Deluxe** (with three different cars to race around six new courses) - both likely to be around the £45 mark.

The current projected price for the Mega Drive 32X is £150 with no added games thrown in. Rumour has it that Sega are looking at a £180 bundled pack including one game. *STC*'s advice is simple - sit tight and wait for the range of games to grow. The Mega Drive may be going out of fashion but the best is yet to come - and 32X prices are certain to drop during 1995.

RETURN OF THE DYNAMIC DUO

Batman's back, this time with sidekick, Robin, in **The Adventures Of Batman And Robin** (based on the new animated TV series). The evil Mr Freeze is planning to turn Gotham City into a Winter Wonderland with the help of fellow baddies The Joker, Scarecrow, Mad Hatter and Two-Face. This latest Batman adventure is for one or two players, features animation from the artists responsible for the TV series, and is released on the Mega Drive in December.

FREE

MATCHBOX

THE ORIGINAL MONSTER IN MY POCKET

SPACE ALIENS

WHEN YOU BUY A

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"You'll notice United's new strip is different from the old one."

(John King)

Man Utd and the rest of the new strips from around £4.00 each.

Subbuteo Accessories

"Puts the game in a different league, Brian."

Sensible SOCCER RE-VIEWED

[illegible]

SENSIBLE SOCCER *is the best game on the SNES by a long way' - 94%*

[illegible]

'Sensible Soccer is the greatest' - 91%

[illegible]

'Absolutely superb to play, fantastically presented and one of the most professional pieces of software ever' - 94%

[illegible]

'If I could only take one game to a desert island, it'd be this one' - 97%

[illegible]

Sensible Soccer *has always been a much more playable game than FIFA, and this CD version just makes it all the better' - 94%*

[illegible] - [illegible]

[illegible] - [illegible]

[illegible] - [illegible]

Mega Drive and SNES Limited Edition World Cup '94 Version Includes:

- Fully recreates the 1994 World Cup Competition
- Fully accurate team and player information and all relevant competition group data
- Insert teams that failed to qualify and play out your own fantasy "what if" [illegible]
- Authentic first and second team strips
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- Enhanced intro utilises full capabilities of the Mega CD. Its 60 seconds long with a CD quality soundtrack, and features TV style graphics and a fully rendered stadium
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AVAILABLE ON

Mega Drive

July 15th

Mega CD

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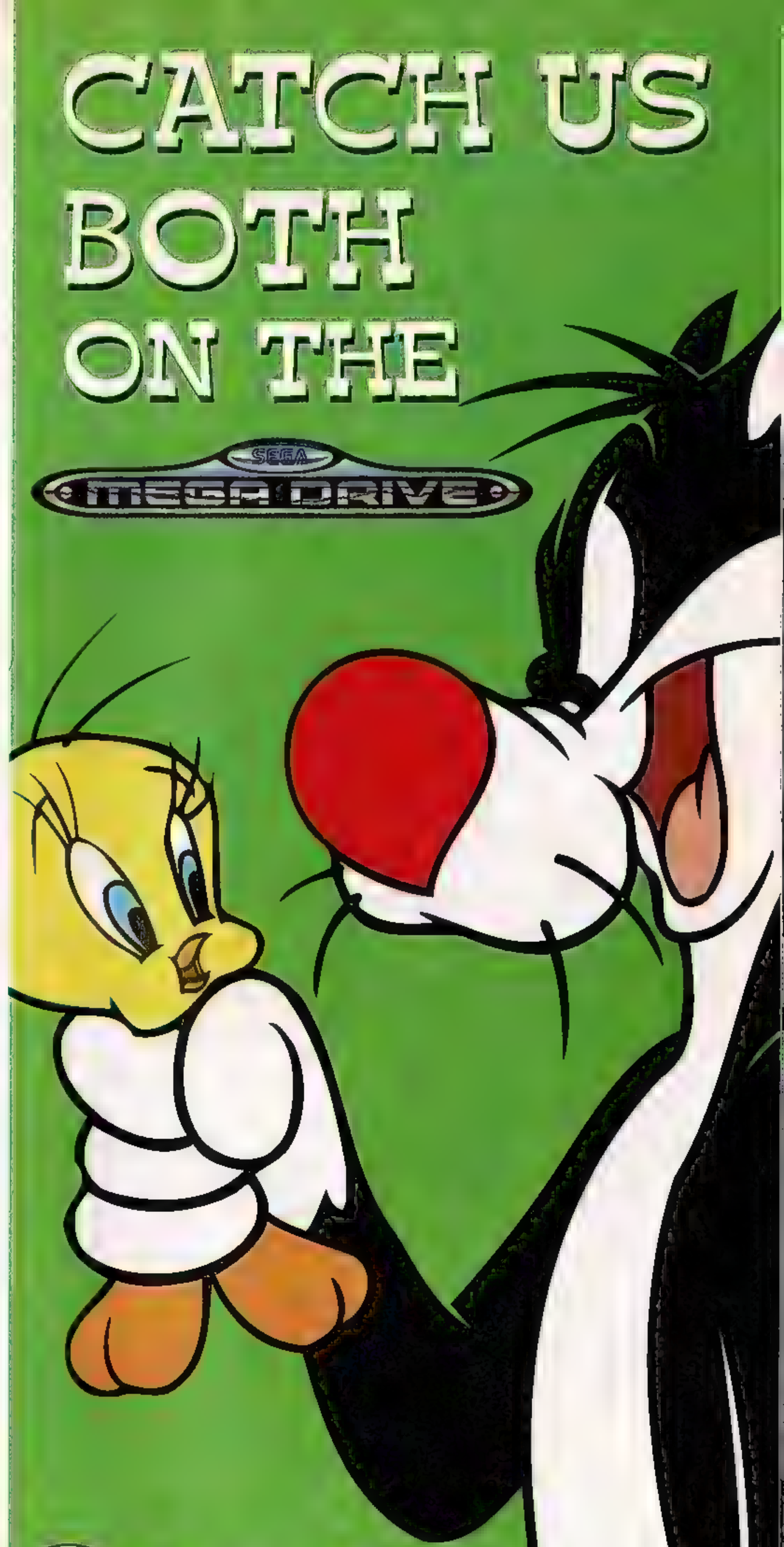
CATCH US BOTH ON THE

SEGA MEGA DRIVE



Sylvester & Tweety IN CAGEY CAPERS

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Time Warner Interactive, 1 Rushmills, Bedford Road,

TIME WARNER INTERACTIVE

Tails

Zonerunner & The Flock

Part 2

Script: Mark Eyles
Art: Roberto Corona
Lettering: Elitta Fell

TAILS IS LOST IN THE CHEMICAL PLANT ZONE. HE HAS JUST OVERHEARD THE ROBOT NUTZAN BOLT PLANNING TO FLOOD THE SURROUNDING ZONES WITH THE TOXIC CHEMICAL – MEGAMACK.

OH DEAR, WHAT WOULD SONIC DO?

DON'T USE THAT 'S' WORD IN MY CONTROL ROOM.

BOINGG!

?

BOINGG!

BOINGG-CLICK!

KER-FLASH!

QUICK, DOWN HERE. THE FLASH GRENADE WON'T DAZZLE HIS OPTICS FOR LONG.

WHO-?

THE HANDLE'S SAB. THAT WAS A PRETTY CLOSE CALL, ZONE-RUNNER.

WHAT'S A ZONERUNNER?

IT'S SOMEONE WHO TRAVELS THE ZONES OF MOBIUS FIGHTING ROBOTNIK AND HIS BADNIKS.

COME ON, WE'VE GOT TO HURRY. YOUR EYES SHOULD HAVE RECOVERED FROM THE FLASH BY NOW.

LOST YOUR GEAR DID YOU? WE'VE GOT A SECRET STASH NEAR HERE. I'LL SOON HAVE YOU KITTED OUT.

WHO ARE YOU?

I ALREADY TOLD YOU- SAB!

NO, THAT'S NOT WHAT I MEAN -um- WHAT ARE YOU DOING HERE?

I'M THE LEADER OF THE FLOCK.

"WE WERE ONCE A PROUD TRIBE LIVING OUR LIVES IN HARMONY WITH THE ZONES...

"THEN ROBOTNIK ARRIVED WITH HIS MACHINES AND DESTROYED OUR LANDS.

"HE BUILT THE *CHEMICAL PLANT ZONE* ON THEM AND WE HAD TO GO *UNDERGROUND* TO FIGHT HIM."

HERE'S THE STASH. THERE'LL BE SOMETHING FOR YOU TO WEAR IN HERE, ZONE-RUNNER.

YOU CAN CALL ME *TAILS*. EVERYONE ELSE DOES -WELL, NEARLY EVERYONE ELSE.

WOW! THANKS FOR ALL THIS STUFF, BUT I DON'T KNOW IF I NEED IT ALL. SONIC COULD MAKE BETTER USE OF IT.

I'M NOT *REALLY* A ZONE-RUNNER.

YOU TRAVEL AROUND THE ZONES OF MOBIUS FIGHTING ROBOTNIK?

YES, BUT...

THEN YOU'RE A *ZONE-RUNNER*.

WHERE ARE YOU TAKING ME?

THIS ELEVATOR WILL TAKE US DOWN TO *THE RUNS* BENEATH THE CHEMICAL PLANT ZONE. THAT IS WHERE THE FLOCK HIDES OUT.

A SHORT TIME LATER IN THE FLOCK'S SECRET HIDEOUT...

LISTEN, FLOCK. THIS *ZONERUNNER'S* DISCOVERED NUTZAN BOLT'S PLAN TO FLOOD THE ZONES AROUND THE CHEMICAL PLANT ZONE WITH MEGA-MACK...

SPY CAMERA

...A SPY CAMERA SHOWS ROBOTS DISMANTLING *THE BARRIER* WHICH KEEPS THE MEGAMACK OUT OF THE OTHER ZONES.

COMPUTER SIMULATION

THIS COMPUTER SIMULATION SHOWS WHAT WILL HAPPEN IF THE MEGA-MACK IS RELEASED -IT WILL MAKE THE ZONES *UNINHABITABLE.*

IT'S GOT TO BE STOPPED! FLOCK, KIT UP - WE'RE *MOVING OUT!*

MAYBE YOU COULD JUST SHOW ME THE WAY OUT OF THE CHEMICAL PLANT ZONE SO I COULD FIND SONIC. HE SHOULD BE DOING THIS - I'M NOT VERY BRAVE AT ALL.

NONSENSE! YOU WERE FIGHTING NUTZAN BOLT WHEN I FOUND YOU, ZONERUNNER. YOUR FRIEND SONIC WAS NOWHERE AROUND.

I WASN'T EXACTLY FIGHTING NUTZAN. I THINK HE WAS JUST ABOUT TO TURN ME INTO A FASHION ACCESSORY.

NEXT ISSUE: **THE BATTLE OF THE BARRIER!**

AT LONG LAST YOU CAN ENTER THE...

BACK ISSUE ZONE

Missed out on one of the early issues of Sonic the Comic? Pining over the loss of that vital belief? Worry no more, Sonic fans, for here is the Back Issue Zone.

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FROM THE PAST

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FUTURE

THEY ARE FROM

ETERNAL
CHAMPIONS

IT'S TIME TO KICK IT AGAIN WITH THE ETERNAL CHAMPIONS!

NEW SERIES START'S NEXT ISSUE

JON HAWARD

Q Zone

SONIC Solved

Q Zone's special **Sonic 3** Mega Drive solution continues its in-depth coverage on the big Sonic The Hedgehog game. Your guide, Vincent Low takes you through the latest and greatest Sonic adventure yet.

SONIC 3

PART 3 - THE BOSSES

Each zone features a mid-point boss - usually one of Robotnik's badniks - and the end-of-zone Big Boss, Doctor Robotnik himself in one of several diabolical new machines.

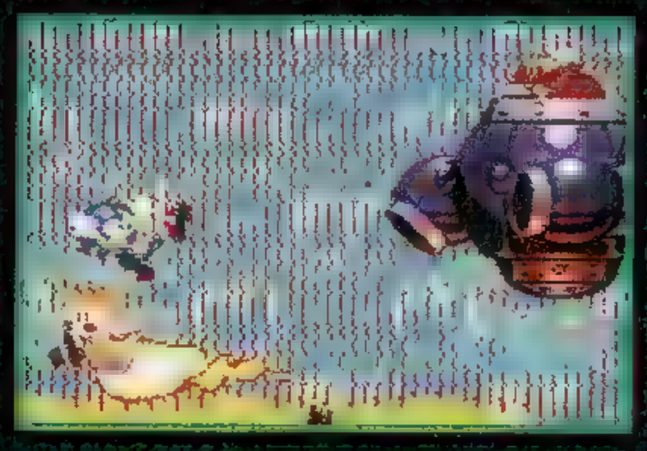
ANGEL ISLAND

ACT 1

DOCTOR ROBOTNIK'S FLAME CRAFT

- Robotnik will appear from behind the waterfall at the far right side of the screen. Make Sonic Spin Attack the craft then quickly back off to the far right. Robotnik will drop a bomb on the bridge causing it to collapse - so make sure Sonic isn't standing on it!

- Robotnik will disappear back into the waterfall and materialise to the far right behind the screen of water. To get him to materialise directly above you, stand approximately four inches from the edge of the ledge at the far right side.



ACT 2

DOCTOR ROBOTNIK'S FLAME CRAFT

- As soon as Robotnik appears, jump up and hit him, quickly go left before he releases a fire bomb, then jump Sonic upper right and hit Robotnik's deadly machine again. Be careful as he disappears because Sonic could go flying through Robotnik and fall into the waterfall at the far right.

- He will then move over to the left.

- Once more, move to a position about four inches from the far left side of the ledge and wait. When Robotnik appears, jump up then quickly go right. As soon as he releases another bomb leap up and left to hit him, and when you land jump to hit him again.

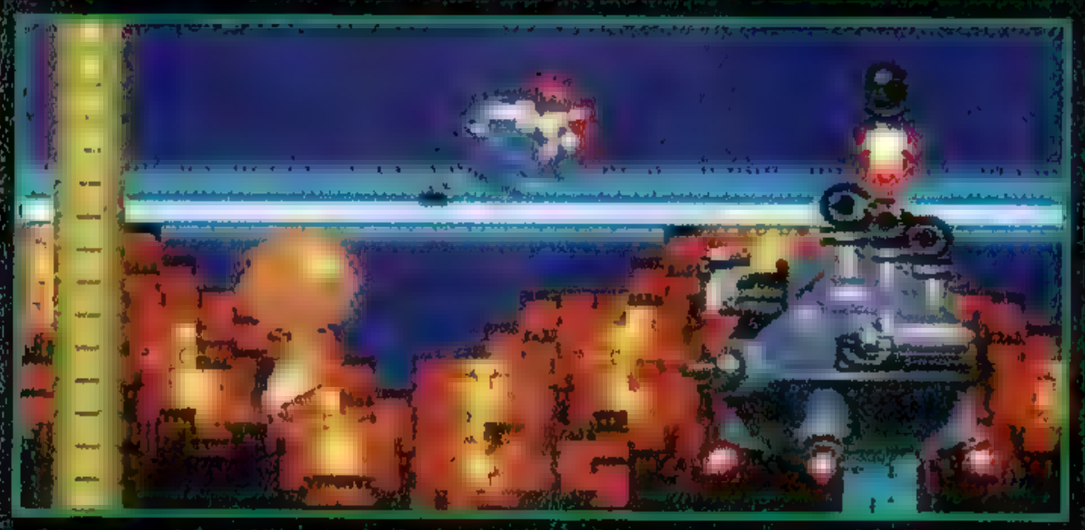
- He will disappear behind the water and go across to the right.

- Again, move Sonic to the right edge and repeat the above mentioned moves. After hitting Robotnik three more times his machine will finally blow up.

- A bridge appears to the right and Sonic's furry friends appear from above in Robotnik's prison chamber which floats down. Hit the bottom of it to release them.

- If you should lose a life and restart, ensure you grab the extra life by the Rhinobot on the way back to Robotnik.

- Once Sonic has freed his pals move him onto the bridge.



HYDROCITY

ACT 1

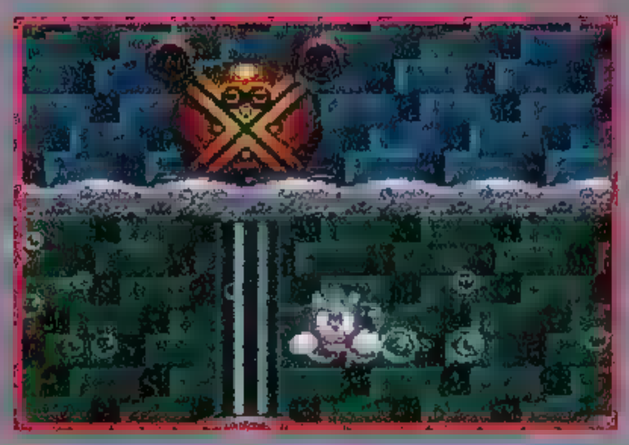
DOCTOR ROBOTNIK'S WHIRLPOOL MACHINE

- The first of Robotnik's two fiendish water machines in this zone. This one is easy to beat provided you keep calm.

- Stand exactly in the centre of the screen in front of the underwater pillar. Robotnik's craft will drop in the middle of the screen and then fly off the screen.

- He'll then appear from the upper left at high speed - so be ready. Jump Sonic as high as possible. Robotnik then drops in from the upper right. Again jump straight up as high as you can.

- Robotnik's craft then settles on the pillar directly above you. Wait for the orbs around it to stop moving and start ramming it. If you time it well you can get in two or three hits before he starts to spin the water - and Sonic - around.



- Again stay in the middle of the screen as much as possible and repeat the above moves to beat him.

- After the machine is demolished the end-of-act sign appears. To prevent it from landing, jump at it to pump up that score and maybe get some extra goodies!

ACT 2

DOCTOR ROBOTNIK'S WATERSPOUT AND DEPTH CHARGE MACHINE

- Never one to give in, Robotnik is back with an even deadlier water machine!

- Go to the far right as Robotnik descends from top left.

- He'll proceed to start his suction machine, which, if you're not careful, will draw Sonic into its whizzing blades. He then moves left and right above you dropping water bombs that contain delayed-action fuses.

- To avoid the suction blades, keep Sonic jumping out of the water and pushing towards the wall nearest to him.

- Before you can hit Robotnik's craft you have to wait for the bombs it drops to explode first. Leap on the vertical water jets they release and bounce off them to hit him. If you score a hit try to bounce up and in the same direction as him to gain more hits.

- Provided your timing is good you can get in at least two more hits.

- You can also use the main waterspout that sucks up water and draws you in, but only *after* he has released it and his craft starts to move. As the waterspout slowly drops you can leap Sonic onto it and up to hit Robotnik's craft.

- After you finally destroy the machine, head right to find Sonic's friends and release them from their prison cage.

MARBLE GARDEN

ACT 1

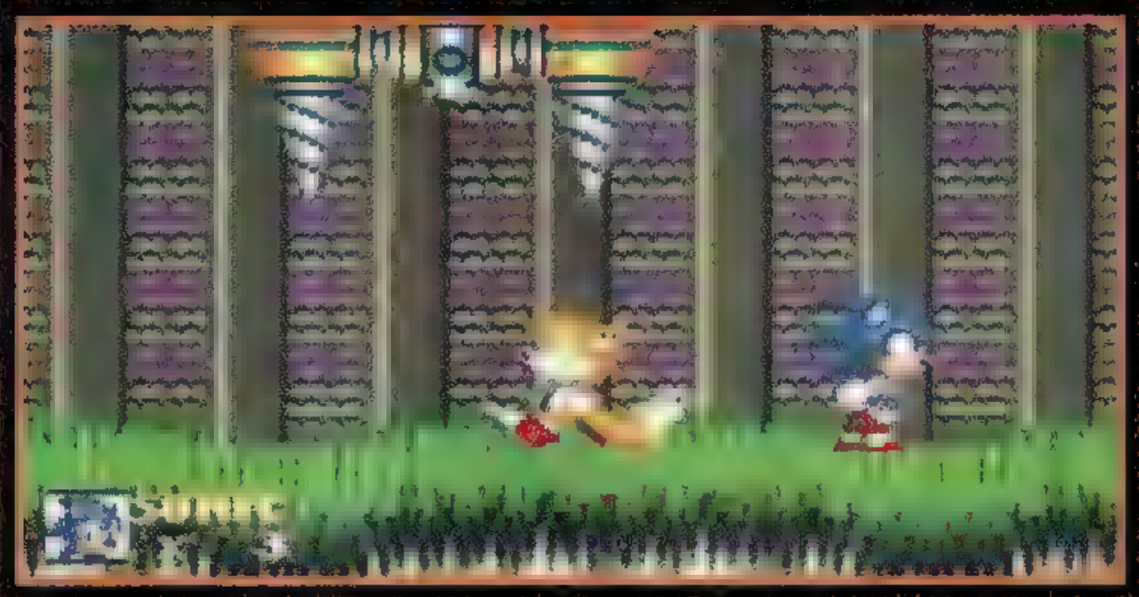
TUNNELBOT

- Dash Attack through the wall to your right and you'll find yourself in a chamber with a nasty Tunnelbot badnik to the upper right.

- Jump up to ram it and lumps of rock will fall from above. Avoid the dagger-shaped rock and the Tunnelbot that zips down.

- Take it out by carefully ramming it as it descends from above.

- The end-of-act marker drops in from above, so rack up those points and try to get a bonus TV.



ACT 2

DOCTOR ROBOTNIK'S JET DRILL POD

- Quickly get Sonic to the far left corner and wait for Robotnik to appear from above in his evil new machine.

- As soon as he's within range leap up and ram him (it's possible to get in three solid hits).

- Robonik's machine will then drop to the ground - so ram it. It will then fall from under you.

- Never fear Tails is here!

- Tails will grab Sonic and carry him into the sky. Move him across to the middle upper part of the screen and leap off *hard* at Robotnik. Bounce off him *hard* to avoid the pod's jet engines.

- He will then fly away, but Tails will be ready to grab Sonic if he happens to fall.

- Carefully position Tails so that Sonic can jump off onto Robotnik and bounce off him as he enters the screen.

- You can get in more than one hit if your timing is good and you bounce off him hard enough.

- After eight hits the Jet Drill explodes, your furry friends' prison ship floats in from above enabling Tails to ram it and release them.

NEXT: Final part of **Sonic 3** - More hints on how to beat the Bosses!

Decap Attack

WHO KILLED CHUCK?

PART 3

IGOR IT WAS YOU! *YOU KILLED ME!*

SO WHAT? THE PROFESSOR BROUGHT YOU BACK TO LIFE DIDN'T HE?

Script & Art: Nigel Kitching **Lettering:** Steve Potter

YES, AND NOW *LOOK* AT ME! THE OPERATION WENT WRONG... HALF MY BRAIN ENDED UP IN THIS *STUPID SKULL!*

WELL THANK YOU *VERY* MUCH... I'VE HALF A MIND TO GIVE YOU YOUR HALF-BRAIN BACK!

ACTUALLY CHUCK, YOU VER VON OV MY MORE *SUCCESSFUL* SUBJECTS... MOST OF THE OTHERS ENDED UP PRESENTING *DAY TIME TV* PROGRAMMES...

...AH, DAT RICHARD UNT JUDY, VHERE ARE DEY NOW?

WHEN I KILLED YOU, YOU WERE A *DOUBLE GLAZING SALESMAN...* BELIEVE ME THIS IS AN *IMPROVE-MENT!*

HEY, HOW MUCH LONGER ARE YOU KEEPING ME WAITING?

IT'S DER *COP!* EFFERYBODY, LOOK CASUAL!

HOW NICE TO SEE YOU AGAIN, OFFICER.

SO, ANY OF YOU SEE THIS MISSING DOUBLE GLAZING SALESMAN?

TAKE YOUR TIME...

NEIN, DETECTIVE CASE. MY ASSOCIATES UNT I ARE QUITE CERTAIN VE HAFF *NEFFER EFFER* SEEN DIS PERSON!

RATS HAVE FEELINGS TOO!!

THEN HOW DO YOU EXPLAIN THIS *LEAFLET* I FOUND IN THE HALL? HMMMM?

EEEP!

RICKY.T. WINDOWS DOUBLE GLAZING SPECIALIST

DOUBLE GLAZING SALESMAN? DID YOU SAY *DOUBLE GLAZING SALESMAN?* DAT'S *DIFFERENT!* VHY DIDN'T YOU SAY DAT IN DER FIRST PLACE..?

IT'S NO GOOD DOC. THE COP'S GOING TO FIND OUT WHO KILLED THE GUY SOONER OR LATER...

I CANNOT TELL A LIE... IT WAS *HIM!*

WHAT?

DON'T LISTEN TO HIM! I WAS THE DOUBLE GLAZING SALESMAN AND HE *KILLED ME!*

ER, DO YOU THINK HE'S GOING TO BELIEVE ANY OF THIS, CHUCK?

SO YOU'RE DEAD NOW, ARE YOU..?

WELL, NOT ANYMORE. OBVIOUSLY THE PROFESSOR BROUGHT ME BACK TO LIFE AND TURNED ME INTO A MONSTER.

OH I SEE... YOU *WERE* DEAD BUT YOU GOT OVER IT!

DO YOU THINK HE'S GOING TO BUY IT?

WELL, I DON'T SEE WHY NOT...

I KNOW I REALLY SHOULD ARREST YOU BUT I CAN ALWAYS TELL WHEN A VILLAIN'S GOING TO DO A RUNNER...

SO I MIGHT AS WELL JUST SHOOT YOU *NOW!*

SWIK!

BESIDES IT'LL SAVE ON THE PAPER-WORK!

BLAM! BLAM! BLAM!

HEY, I WAS JUST TRYING TO HELP!

JA, UNT DER LAST PERSON YOU TRIED TO HELP IST STILL IN TRACTION!

THIS WAY TO ESCAPE MANIAC COP.

IF I'M GOING TO CATCH THAT CREATURE, I'M GOING TO NEED SOMEONE WHO KNOWS THEIR WAY AROUND THIS CASTLE! YOU'RE *IT*, PAL!

NO NEED TO GET ROUGH, I WAS GOING TO *VOLUNTEER!*

NEXT: GOTCHA!

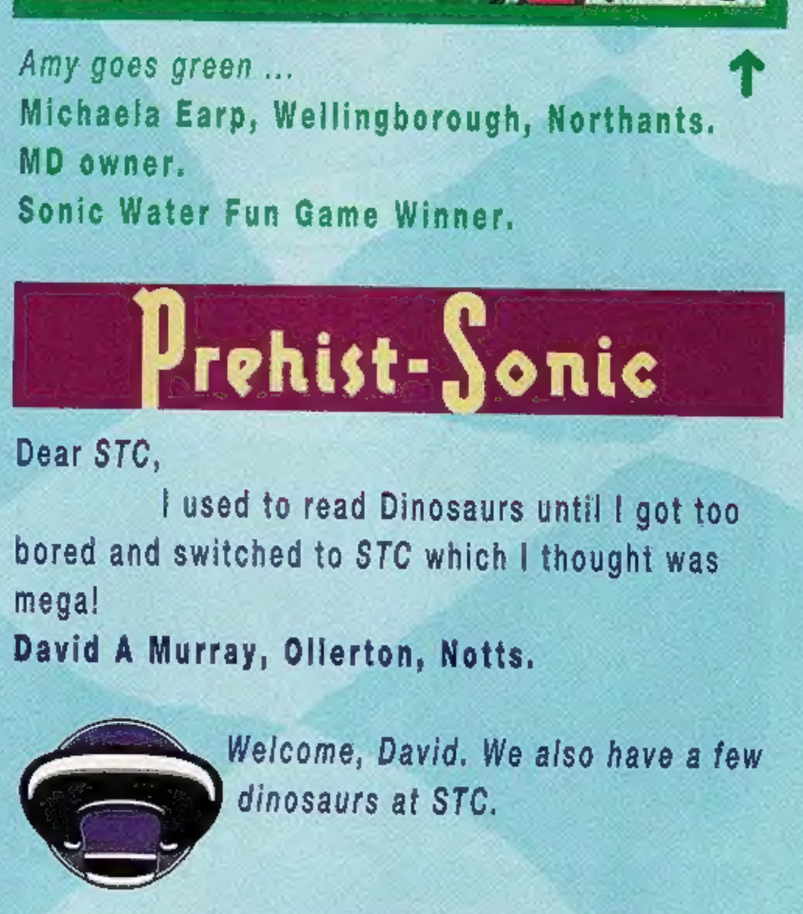
SPEEDLINES

Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.



Amy goes green ...
Michaela Earp, Wellingborough, Northants.
MD owner.
Sonic Water Fun Game Winner.

Get yer Skates on ...
Tom, Ware, Herts.
Sonic Water Fun Game Winner.

Pretty In Pink

Dear *STC*,

I am troubled because when Sonic smashed the treadmill and blew up the Gyratasphere the explosion turned him blue, but how did Amy Rose turn pink?
Lee Clark, Haywards Heath, W Sussex.
Sonic Water Fun Game Winner.

Who's to say Lee that Amy wasn't born that colour? Anyway, this is a story yet to be told, but in the meantime, hope you like the picture on the right.

STC's AOK

Dear *STC*,

I would like to know what '*STC*' stands for. You may have already told us but I can't remember.
Kerri Gee, Costessy, Norwich.
Sonic Water Fun Game Winner.

Pay attention, Kerri, I will say this only once. 'STC' stands for Sonic The Comic.

Prehist-Sonic

Dear *STC*,

I used to read Dinosaurs until I got too bored and switched to *STC* which I thought was mega!
David A Murray, Ollerton, Notts.

Welcome, David. We also have a few dinosaurs at STC.

Sonic At The Flicks

Dear *STC*,

Is it true that a film is going to be made about Sonic?
Sinead Stewart, Co. Louth, Rep of Ireland.
MD owner.
Sonic Water Fun Game Winner.

What a good idea Sinead ... why hasn't anyone else thought of it? Or have they? Stay tuned.

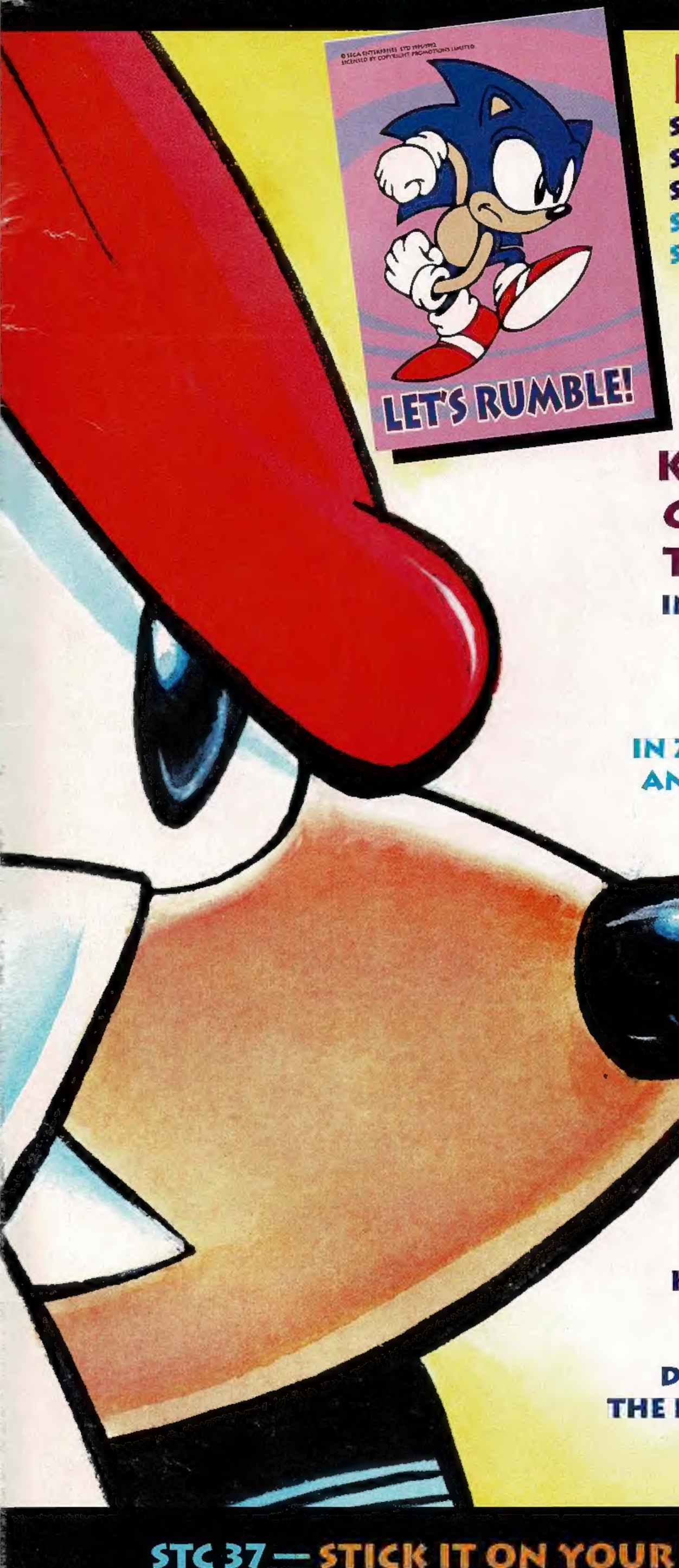
Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE...

STICK AROUND FOR A RUMBLE!



FREE!
SONIC THE STICKERS! SET 2 STARRING SONIC!

SONIC & KNUCKLES GO HEAD-TO-HEAD! IN ROBOTNIK'S REVENGE!

TAILS! IN ZONERUNNER AND THE FLOCK!

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

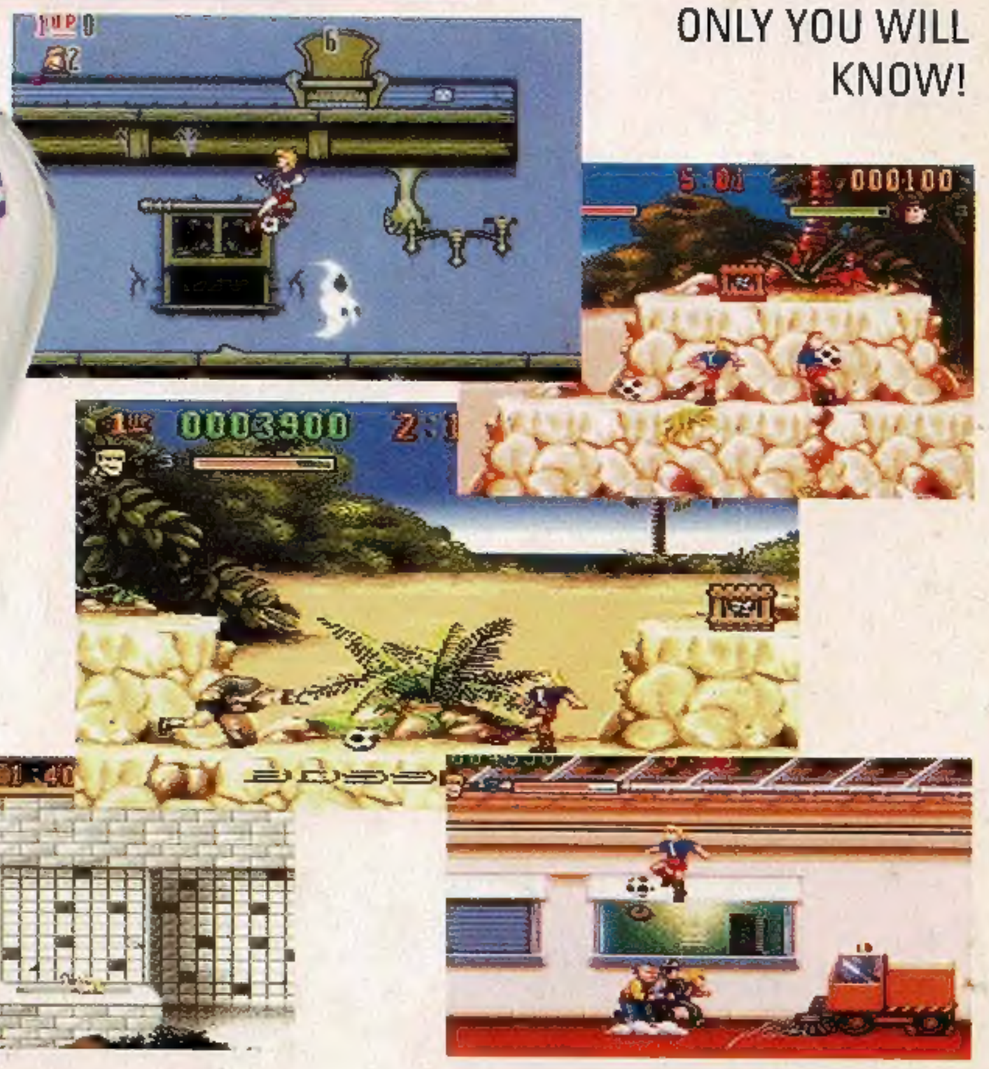
1.....
2.....
3.....

HOW DO YOU RATE ISSUE 36 OF **STC?**

☐ %

IF YOU CAN DO *THIS* YOU CAN PLAY *THIS*

We take no substitutes ... only the best are good enough to match the might of the Gorgons on foreign turf ... their turf. Donning the shirt of a Hurricanes superstar, use your footballing skills to find a safe route through tantalizing traps, mind-bending puzzles and stamina-draining obstacles. Are you good enough to make it to the steps of the Gorgon stadium? ... ONLY YOU WILL KNOW!



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GAME GEAR™

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